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1	Motion and feature-based video metamorphosis	95%
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Robert Szewczyk , Andras Ferencz , Henry Andrews , Brian C. Smith
Proceedings of the fifth ACM international conference on Multimedia
November 1997

2	A framework for geometric warps and deformations	93%
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Tim Milliron , Robert J. Jensen , Ronen Barzel , Adam Finkelstein
ACM Transactions on Graphics (TOG) January 2002
Volume 21 Issue 1

We present a framework for geometric warps and deformations. The framework provides a conceptual and mathematical foundation for analyzing known warps and for developing new warps, and serves as a common base for many warps and deformations. Our framework is composed of two components: a generic modular algorithm for warps and deformations; and a concise, geometrically meaningful formula that describes how warps are evaluated. Together, these two elements comprise a complete framework useful for ...

3	Three-dimensional distance field metamorphosis	87%
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Daniel Cohen-Or , Amira Solomovic , David Levin
ACM Transactions on Graphics (TOG) April 1998
Volume 17 Issue 2

Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented